Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L20	14	345/603-605.ccls. and (((six or"6") near3 bit) near7 (red or "R"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 13:25
L21	10	345/600.ccls. and (((six or"6") near3 bit) near7 (red or "R"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 13:21
L19	1	L15 and ((six or"6") near3 bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 13:20
L18	7	("6:5:5")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 13:19
L17.	72	("6:5:5" or "5:5:6" or "5:6:5")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ΘN	2005/01/28 11:36
L7	0	L4 and ("6:5:5" or "5:5:6" or "5:6:5")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 11:30
L16	5	L15 and (("6" or six) near3 bit)	US-PGPUB; USPAT; DERWENT	OR	ON	2005/01/28 11:26
L15 .	13	(US-20020047850-\$ or US-20040227963-\$ or US-20030198381-\$).did. or (US-5469190-\$ or US-5649083-\$ or US-5673065-\$ or US-5854640-\$ or US-5933131-\$ or US-6009191-\$ or US-6621497-\$ or US-6778187-\$ or US-6639691-\$ or US-6731299-\$).did.	US-PGPUB; USPAT	OR	OFF	2005/01/28 11:19
L14	6	(color adj quantization) and (gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:50

L13	38	345/600.ccls. and ((conver\$4 near5 image) near7 (hue or saturation or value)) and (bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:49
L12	3	345/600.ccls. and ((conver\$4 near5 image) near7 (based near5 (hue or saturation or value))) and (bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:13
L11	0	345/600.ccls. and ((conver\$4 near5 image) near7 (gravity)) and (bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:12
L10	70	((compar\$5 or judg\$5 or determin\$4 or check\$3) near5 (gravity)) and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:10
L9	2209	((compar\$5 or judg\$5 or determin\$4 or check\$3) near5 (gravity)) and color	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:22
L4	1172	((compar\$5 or judg\$5 or determin\$4 or check\$3) near5 (hue or saturation) and RGB)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:22
L8	0	L4 and ("5:5:5")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:19
L5	522	L4 and ("345"/\$.ccls. or "382"/\$. ccls.)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:18
L6	12	L5 and (("24" adj3 bit) and ("16" adj3 bit) and ("8" adj3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:15
S88	69	S87 and (("24" adj3 bit) and ("16" adj3 bit) and ("8" adj3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:09

S87	348	S86 and ("345"/\$.ccls. or "382"/\$. ccls.)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:09
S86	652	((compar\$5 or judg\$5 or determin\$4 or check\$3) near5 (MSB or "most significant bit" or "most significant bits") or (domina\$4 near5 color)) and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:06
S85	360	S84 and (("24" adj3 bit) and ("16" adj3 bit) and ("8" adj3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:49
S84	1053	S83 and ("345"/\$.ccls. or "382"/\$.ccls.)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:48
S82	1182	((compar\$5 or judg\$5 or determin\$4 or check\$3) same (MSB or "most significant bit" or "most significant bits") or (domina\$4 near5 color)) and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:48
\$83	1875	((compar\$5 or judg\$5 or determin\$4 or check\$3) same (MSB or "most significant bit" or "most significant bits") or (most adj signif\$7 adj bit\$1) or (domina\$4 near5 bit\$1)) and color and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:46
S78	97	((compar\$5 or judg\$5) near5 (MSB or "most significant bit" or "most significant bits")) and color and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:42
S72	1287278	(compar\$3 or determin\$3 or calculat\$3 or defin\$3) near5 (rgb or component or color or channel or value)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:45
S77	6	S76 and (24-bit and 8-bit and 16-bit)	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 14:30
S76	256	S75 and (bit same shift\$3)	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 14:28

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S75	1855	(downsampl\$3 or (down adj sampl\$3) and (RGB and "specific gravity"))	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 14:27
S73	96	S71 and S72	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 14:26
S71	107	S70 and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:18
S70	179	(lower\$3 or reduc\$3) near3 (color adj3 bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:17
S67	508	(lower\$3 or reduc\$3) near3 (color adj3 resolution)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:17
569	157	S68 and bit	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:12
S68	192	S67 and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:11
S66	43	(determin\$3 or calculat\$3 or compar\$3) same ((larger or greater) near5 (rgb near3 (component or value or plane or channel)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:08
S65	43	(determin\$3 or calculat\$3 or compar\$3) same ((larger or greater) near5 (rgb near3 (component or value or plane)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 13:42
S63	2	"5455600".pn.	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 13:40
S62	69	(S57 or S58) and (compar\$4 near5 value)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:44

S60	1	(S57 or S58) and (compar\$4 near5 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:43
S61	0	(S57 or S58) and (compar\$4 near5 greyscale)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:40
S59	2	(S57 or S58) and (dominant near5 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:40
S58	101	345/597.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:39
S57	137	345/596.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:39
S19	137	345/596.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:38
S56	46	(S51 or S52 or S53) and ((lower\$3 or reduct\$3) near7 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:13
S55	2	(S51 or S52 or S53) and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:13
S54	3	(S51 or S52 or S53) and (compar\$3 near5 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:13
S53	61	345/550.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:11

S52	113	345/549.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:11
S51	115	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:11
S50	14	345/603-604.ccls. and (compar\$3 near7 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:11
S49	13	345/600.ccls. and (compar\$3 near7 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:22
S43	2	345/605.ccls. and (compar\$3 near7 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:21
S48	37	fritz.in. and hewlett.as.	USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:18
S47	14	jacobsen.in. and hewlett.as.	USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:17
S44	0	("2004/0227963").URPN.	USPAT	OR	OFF	2005/01/27 10:16
S6	2	"5734369".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:12
S41	17	382/167.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:47
S42	2	382/299.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:46

S40	5	345/589.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:46
S39	4	345/603-605.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:44
S38	8	345/600.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:43
S32	53	(S16 or S17) and (lower\$3 or reduc\$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:04
S37	0	("6778187").URPN.	USPAT	OR	OFF	2005/01/27 08:27
S36	8	("5081450" "5237316" "5894300" "5909219" "6009191" "6366289" "6427029" "6690810").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/27 08:18
S35	11	345/603-605.ccls. and ((shift\$3) near7 (color near5 (resolution or bit)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 08:09
S34	10	345/600.ccls. and ((shift\$3) near7 (color near5 (resolution or bit)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 08:09
S28	46	345/600.ccls. and (lower\$3 or reduc\$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 07:54
S30	299	"345"/\$.ccls. and (lower\$3 or reduc\$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 15:23
S16	908	382/167.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 15:23

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S29	39	345/603-605.ccls. and (lower\$3 or reduc\$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 14:38
S26	23	345/589.ccls. and (lower\$3 or reduc\$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 14:37
S24	0	345/596-597.ccls. and ("5:6:5" or "6:5:5" or "5:5:6")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 13:22
S23	0	345/596-597.ccls. and (5:6:5 or 6:5:5 or 5:5:6)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 13:22
S22	101	345/597.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 13:20
S21	4	("4752893" "5003299" "5081450" "5170152").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/26 11:59
S20		("4743959" "4775858" "4857992" "4991122" "5003299" "5068644" "5124688" "5138303" "5142273" "5204664" "5204665" "5218431" "5218432" "5220410" "5228126" "5233684" "5258826" "5329292" "5341442" "5381180" "5384582" "5406310" "5428720" "5430465" "5450098" "5469190").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/26 11:56
S9	138	345/605.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 11:27

S15	6	382/167.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver\$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:55
S18	1	382/299.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver\$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:54
S17	517	382/299.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:54
S14	2	345/600.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver\$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:53
S10	2	345/589.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver\$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:53
S13	6	(RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver\$4 and (specific adj3 gravity))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:49
S11	115	(RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver\$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:49
S12	6	S11 and (("24-bit" or "24 bit") and ("16-bit" or "16 bit"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:47
S8	441	345/600.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:43
S7	957	345/589.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:43

S1	3	Lee-kyoung-ju.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:42
S5	2	"5864345".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:37
S4	2	"6384838".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:36
S3	2	"5933131".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:35
S2	2	"6188386".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:35

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1 HARP: a fast spectral partitioner

Horst Simon, Andrew Sohn, Rupak Biswas

June 1997 Proceedings of the ninth annual ACM symposium on Parallel algorithms and architectures

Full text available: pdf(1.37 MB)

Additional Information: full citation, references, citings, index terms

² The digital Michelangelo project: 3D scanning of large statues

window

Marc Levoy, Kari Pulli, Brian Curless, Szymon Rusinkiewicz, David Koller, Lucas Pereira, Matt Ginzton, Sean Anderson, James Davis, Jeremy Ginsberg, Jonathan Shade, Duane Fulk July 2000 Proceedings of the 27th annual conference on Computer graphics and interactive techniques

Full text available: pdf(10.83 MB)

Additional Information: full citation, abstract, references, citings, index terms

We describe a hardware and software system for digitizing the shape and color of large fragile objects under non-laboratory conditions. Our system employs laser triangulation rangefinders, laser time-of-flight rangefinders, digital still cameras, and a suite of software for acquiring, aligning, merging, and viewing scanned data. As a demonstration of this system, we digitized 10 statues by Michelangelo, including the well-known figure of David, two building interiors, and all 1,163 extant f ...

Keywords: 3D scanning, cultural heritage, graphics systems, mesh generation, range images, rangefinding, reflectance and shading models, sensor fusion

3 Real-time simulation of dust behavior generated by a fast traveling vehicle

Jim X. Chen, Xiadong Fu, J. Wegman

April 1999 ACM Transactions on Modeling and Computer Simulation (TOMACS), Volume 9 Issue 2

Full text available: pdf(1.01 MB)

Additional Information: full citation, abstract, references, index terms, review

Simulation of physically realistic complex dust behavior is very useful in training, education, art, advertising, and entertainment. There are no published models for real-time simulation of dust behavior generated by a traveling vehicle. In this paper, we use particle systems, computational fluid dynamics, and behavioral simulation techniques to simulate dust behavior in real time. First, we analyze the forces and factors that affect dust generation and the behavior after dust particles ar ...

Keywords: computational fluid dynamics, particle systems, physically-based modeling, realtime simulation, vehicle

Alice: lessons learned from building a 3D system for novices

Matthew Conway, Steve Audia, Tommy Burnette, Dennis Cosgrove, Kevin Christiansen April 2000 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: pdf(1.03 MB)

Additional Information: full citation, abstract, references, citings, index terms

We present lessons learned from developing Alice, a 3D graphics programming environment designed for undergraduates with no 3D graphics or programming experience. Alice is a Windows 95/NT tool for describing the time-based and interactive behavior of 3D objects. not a CAD tool for creating object geometry. Our observations and conclusions come from formal and informal observations of hundreds of users. Primary results include the use of LOGO-style egocentric coordinate systems, the use ...

Keywords: animation authoring tools, interactive 3D graphics

⁵ Performance-driven facial animation

Lance Williams

September 1990 ACM SIGGRAPH Computer Graphics, Proceedings of the 17th annual conference on Computer graphics and interactive techniques, Volume 24

Full text available: pdf(7.06 MB)

Additional Information: full citation, abstract, references, citings, index terms

As computer graphics technique rises to the challenge of rendering lifelike performers, more lifelike performance is required. The techniques used to animate robots, arthropods, and suits of armor, have been extended to flexible surfaces of fur and flesh. Physical models of muscle and skin have been devised. But more complex databases and sophisticated physical modeling do not directly address the performance problem. The gestures and expressions of a human actor are not the solution to a dynami ...

⁶ A core graphics environment for teletext simulations

Douglas F. Dixon

July 1983 ACM SIGGRAPH Computer Graphics, Proceedings of the 10th annual conference on Computer graphics and interactive techniques, Volume 17 Issue 3

Full text available: pdf(1.07 MB)

Additional Information: full citation, abstract, references, index terms

The development of our graphics environment over the past year has been directed towards demonstrating the concept of broadcast teletext service, where pages of graphics and text are received in the home over existing television channels. We have developed a graphics editor, Radix, which uses an underlying Core graphics package to create teletext-compatible images. Radix is also used to display these images at arbitrary resolutions by scaling the graphics primitives, selecting the correspon ...

Keywords: fonts, graphics editors, picture files, rapid prototyping, resolution independence, software tools, teletext, television compatibility

Results 1 - 6 of 6

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1 Precision requirements for digital color reproduction Mike Stokes, Mark D. Fairchild, Roy S. Berns

October 1992 ACM Transactions on Graphics (TOG), Volume 11 Issue 4

window

Full text available: pdf(4.81 MB)

Additional Information: full citation, abstract, references, citings, index terms

An environment was established to perform device-independent color reproduction of fullcolor pictorial images. In order to determine the required precision for this environment, an experiment was performed to psychophysically measure colorimetric tolerances for six images using paired comparison techniques. These images were manipulated using 10 linear and nonlinear functions in the CIELAB dimensions of lightness, chroma, and hue angle. Perceptibility tolerances were determined using probi ...

Keywords: color, color correction, color reproduction, color science, image science

2 Comparative analysis of the quantization of color spaces on the basis of the CIELAB color-difference formula



B. Hill, Th. Roger, F. W. Vorhagen

April 1997 ACM Transactions on Graphics (TOG), Volume 16 Issue 2

Full text available: pdf(5.16 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

This article discusses the CIELAB color spave within the limits of optimal colors including the complete volume of object colors. A graphical representation of this color space is composed of planes of constant lightness L* with an net of lines parallel to the a* and b* axes. This uniform net is projected onto a number of other color spaces (CIE XYZ, tristimulus RGB, predistorted RGB, and YCC color space) to demonstrate and study the struct ...

Keywords: CIE XYZ, CIELAB, CIELAB color space, CIELUV, Cromalin, YCC, color difference perception, color quantization, color spaces, dye sublimation printer, match print, optimal colors

3 Experimental comparison of splines using the shape-matching paradigm Richard H. Bartels, John C. Beatty, Kellogg S. Booth, Eric G. Bosch, Pierre Jolicoeur July 1993 ACM Transactions on Graphics (TOG), Volume 12 Issue 3

Full text available: pdf(1.88 MB)

Additional Information: full citation, references, citings, index terms, <u>review</u>

Keywords: curve design, experimental study, interaction, shape matching, spline

Status report of the graphic standards planning committee Computer Graphics staff

August 1979 ACM SIGGRAPH Computer Graphics, Volume 13 Issue 3

Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

⁵ An experimental comparison of RGB, YIQ, LAB, HSV, and opponent color models Michael W. Schwarz, William B. Cowan, John C. Beatty April 1987 ACM Transactions on Graphics (TOG), Volume 6 Issue 2

Full text available: pdf(2.44 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The increasing availability of affordable color raster graphics displays has made it important to develop a better understanding of how color can be used effectively in an interactive environment. Most contemporary graphics displays offer a choice of some 16 million colors; the user's problem is to find the right color. Folklore has it that the RGB color space arising naturally from color display hardware is user-hostile and that other color models such as the HS ...

Session P9: view-dependent visualization: Maximum entropy light source placement Stefan Gumhold

October 2002 Proceedings of the conference on Visualization '02

Full text available: pdf(5.78 MB) Additional Information: full citation, abstract, references, index terms

Finding the "best" viewing parameters for a scene is quite difficult but a very important problem. Fully automatic procedures seem to be impossible as the notion of "best" strongly depends on the human judgment as well as on the application. In this paper a solution to the sub-problem of placing light sources for given camera parameters is proposed. A light position is defined to be optimal, when the resulting illumination reveals more about the scene as the illuminations from all other light po ...

Keywords: illumination, lighting design, maximum entropy, optimization, user study, visualization

7 Accurate color reproduction for computer graphics applications Bruce J. Lindbloom

July 1989 ACM SIGGRAPH Computer Graphics, Proceedings of the 16th annual conference on Computer graphics and interactive techniques, Volume 23 Issue 3

Full text available: pdf(5.84 MB)

Additional Information: full citation, abstract, references, citings, index

A method is presented for accurate color reproduction among a wide variety of display devices. The method is very general, in that it may be applied to virtually any color display device. Its generality has been demonstrated by application to color monitors, film recorders, electronic pre-press systems and color hardcopy devices. The algorithm has been used to accurately translate between device dependent and device independent color specifications and to translate from one device dependent colo ...

8 Color gamut mapping and the printing of digital color images Maureen C. Stone, William B. Cowan, John C. Beatty October 1988 ACM Transactions on Graphics (TOG), Volume 7 Issue 4

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(6.06 MB) terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

An analysis of selected computer interchange color spaces
James M. Kasson, Wil Plouffe
October 1992 ACM Transactions on Graphics (TOG), Volume 11 Issue 4

Full text available: pdf(8.77 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Important standards for device-independent color allow many different color encodings. This freedom obliges users of these standards to choose the color space in which to represent their data. A device-independent interchange color space must exhibit an exact mapping to a colorimetric color representation, ability to encode all visible colors, compact representation for given accuracy, and low computational cost for transforms to and from device-dependent spaces. The performance of CIE 1931 ...

Keywords: CIE 1931 XYZ, CIELAB, CIELUV, SMPTE-C RGB, YCbCr, YES, color, color models, color spaces, device-independent color, quantization

Perceptually based brush strokes for nonphotorealistic visualization Christopher G. Healey, Laura Tateosian, James T. Enns, Mark Remple January 2004 ACM Transactions on Graphics (TOG), Volume 23 Issue 1

Full text available: pdf(479.81 KB) Additional Information: full citation, abstract, references, index terms

An important problem in the area of computer graphics is the visualization of large, complex information spaces. Datasets of this type have grown rapidly in recent years, both in number and in size. Images of the data stored in these collections must support rapid and accurate exploration and analysis. This article presents a method for constructing visualizations that are both effective and aesthetic. Our approach uses techniques from master paintings and human perception to visualize a multidi ...

Keywords: Abstractionism, Impressionism, color, computer graphics, human vision, nonphotorealistic rendering, perception, psychophysics, scientific visualization, texture

11 Opacity-weighted color interpolation, for volume sampling
Craig M. Wittenbrink, Thomas Malzbender, Michael E. Goss
October 1998 Proceedings of the 1998 IEEE symposium on Volume visualization

Full text available: pdf(928.76 KB) Additional Information: full citation, references, citings, index terms

Keywords: compositing, ray tracing, volume rendering

12 An integrated color smalltalk-80 system

Rebecca Wirfs-Brock

January 1988 ACM SIGPLAN Notices, Conference proceedings on Object-oriented programming systems, languages and applications, Volume 23 Issue 11

Full text available: pdf(1.29 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The Smalltalk- $80^{\,\text{TM}}$ user interface and graphics model are based on monochromatic graphics. One natural step in the evolution of the Smalltalk-80 system is the addition of color. This paper describes an implementation of color Smalltalk. Classes have been defined to manipulate visual color models and colored graphics objects. The extensive collaboration between classes which describe color, classes which perform basic graphics operations, and classes in the user interface is explored. Is ...

13 Achieving color uniformity across multi-projector displays Aditi Majumder, Zhu He, Herman Towles, Greg Welch October 2000 Proceedings of the conference on Visualization '00

Full text available: pdf(181.02 KB) Additional Information: full citation, citings, index terms

Keywords: color calibration, large area display, projector graphics, tiled displays

14 Dual level intraframe coding for increased video telecommunication bandwidth David M. Saxe, Richard A. Foulds, Arthur W. Joyce

January 1998 Proceedings of the third international ACM conference on Assistive technologies

Full text available: xt(24.09 KB)

Additional Information: full citation, references, index terms

Keywords: disability access, gesture, hearing impairments, sign language

15 Choosing effective colours for data visualization

Christopher G. Healey

October 1996 Proceedings of the 7th conference on Visualization '96

Full text available: pdf(1.06 MB) Publisher Site

Additional Information: full citation, references, citings, index terms

16 Graphics Tools for Linux

Michael J. Hammel

November 1996 Linux Journal

Full text available: Anthl(26.01 KB) Additional Information: full citation, abstract, index terms

Can you really do professional graphic art on a Linux system? If you're aware of all the available tools, you can

17 Synthesizing realistic facial expressions from photographs

Frédéric Pighin, Jamie Hecker, Dani Lischinski, Richard Szeliski, David H. Salesin July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Full text available: pdf(276.04 KB) Additional Information: full citation, references, citings, index terms

Keywords: facial animation, facial expression generation, facial modeling, morphing, photogrammetry, view-dependent texture-mapping

18 Document and images analysis: Effective text extraction and recognition for WWW images

Jun Sun, Zhulong Wang, Hao Yu, Fumihito Nishino, Yukata Katsuyama, Satoshi Naoi November 2003 Proceedings of the 2003 ACM symposium on Document engineering

Full text available: 📆 pdf(182.49 KB) Additional Information: full citation, abstract, references, index terms

Images play a very important role in web content delivery. Many WWW images contain text information that can be used for web indexing and searching. A new text extraction and recognition algorithm is proposed in this paper. The character strokes in the image are first extracted by color clustering and connected component analysis. A novel stroke verification algorithm is used to effectively remove non-character strokes. The verified strokes are then used to build the binary text line image, whic ...

Keywords: approximate matching, text extraction, text recognition

Richard L. Kline, Ephraim P. Glinert

May 1995 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: html(43.62 KB) Additional Information: full citation, references, citings, index terms

²⁰ Color gamut transform pairs

Alvy Ray Smith

August 1978 ACM SIGGRAPH Computer Graphics , Proceedings of the 5th annual conference on Computer graphics and interactive techniques, Volume 12 Issue

3

Full text available: pdf(2.10 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Digital control of color television monitors—in particular, via frame buffers—has added precise control of a large subset of human colorspace to the capabilities of computer graphics. This subset is the gamut of colors spanned by the red, green, and blue (RGB) electron guns exciting their respective phosphors. It is called the RGB monitor gamut. Full-blown color theory is a quite complex subject involving physics, psychology, and physiology, but restrictio ...

Keywords: Brightness, Color, Color transform, Gamut, Hue, Luminance, NTSC, Saturation, Value

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Color quantization by dynamic programming and principal analysis

October 1992 ACM Transactions on Graphics (TOG), Volume 11 Issue 4

Full text available: pdf(9.47 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Color quantization is a process of choosing a set of K representative colors to approximate the N colors of an image, K < N, such that the resulting K-color image looks as much like the original N-color image as possible. This is an optimization problem known to be NPcomplete in K. However, this paper shows that by ordering the N colors along their principal axis and pa ...

Keywords: algorithm analysis, clustering, color quantization, dynamic programming, principal analysis

2 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 ACM SIGGRAPH Computer Graphics, Volume 13 Issue 3

Full text available: pdf(15.01 MB)

Additional Information: full citation, references, citings

3 Comparative analysis of the quantization of color spaces on the basis of the CIELAB color-difference formula



B. Hill, Th. Roger, F. W. Vorhagen

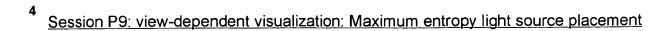
April 1997 ACM Transactions on Graphics (TOG), Volume 16 Issue 2

Full text available: pdf(5.16 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

This article discusses the CIELAB color spave within the limits of optimal colors including the complete volume of object colors. A graphical representation of this color space is composed of planes of constant lightness L* with an net of lines parallel to the a* and b* axes. This uniform net is projected onto a number of other color spaces (CIE XYZ, tristimulus RGB, predistorted RGB, and YCC color space) to demonstrate and study the struct ...

Keywords: CIE XYZ, CIELAB, CIELAB color space, CIELUV, Cromalin, YCC, color difference perception, color quantization, color spaces, dye sublimation printer, match print, optimal colors





Stefan Gumhold

October 2002 Proceedings of the conference on Visualization '02

Full text available: pdf(5.78 MB)

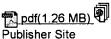
Additional Information: full citation, abstract, references, index terms

Finding the "best" viewing parameters for a scene is quite difficult but a very important problem. Fully automatic procedures seem to be impossible as the notion of "best" strongly depends on the human judgment as well as on the application. In this paper a solution to the sub-problem of placing light sources for given camera parameters is proposed. A light position is defined to be optimal, when the resulting illumination reveals more about the scene as the illuminations from all other light po ...

Keywords: illumination, lighting design, maximum entropy, optimization, user study, visualization

⁵ Volume rendering of abdominal aortic aneurysms

Roger C. Tam, Christopher G. Healey, Borys Flak, Peter Cahoon October 1997 Proceedings of the 8th conference on Visualization '97



Full text available: Additional Information: full citation, references, citings, index terms

An experimental comparison of RGB, YIQ, LAB, HSV, and opponent color models Michael W. Schwarz, William B. Cowan, John C. Beatty

April 1987 ACM Transactions on Graphics (TOG), Volume 6 Issue 2

Full text available: pdf(2.44 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

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October 1988 ACM Transactions on Graphics (TOG), Volume 7 Issue 4

Full text available: pdf(6.06 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

Accurate color reproduction for computer graphics applications

Bruce J. Lindbloom

July 1989 ACM SIGGRAPH Computer Graphics, Proceedings of the 16th annual conference on Computer graphics and interactive techniques, Volume 23 Issue 3

Full text available: T pdf(5.84 MB)

Additional Information: full citation, abstract, references, citings, index

A method is presented for accurate color reproduction among a wide variety of display devices. The method is very general, in that it may be applied to virtually any color display device. Its generality has been demonstrated by application to color monitors, film recorders, electronic pre-press systems and color hardcopy devices. The algorithm has been used to accurately translate between device dependent and device independent color specifications and to translate from one device dependent colo ...

9 Rendering II: Subband encoding of high dynamic range imagery

Greg Ward, Marvann Simmons

August 2004 Proceedings of the 1st Symposium on Applied perception in graphics and visualization

Full text available: pdf(1.14 MB)

Additional Information: full citation, abstract, references, index terms

The transition from traditional 24-bit RGB to high dynamic range (HDR) images is hindered by excessively large file formats with no backwards compatibility. In this paper, we propose a simple approach to HDR encoding that parallels the evolution of color television from its grayscale beginnings. A tone-mapped version of each HDR original is accompanied by restorative information carried in a subband of a standard 24-bit RGB format. This subband contains a compressed *ratio image*, which whe ...

Keywords: high dynamic range image formats, image processing, lossy compression

Perceptually based brush strokes for nonphotorealistic visualization Christopher G. Healey, Laura Tateosian, James T. Enns, Mark Remple

January 2004 ACM Transactions on Graphics (TOG), Volume 23 Issue 1

Full text available: pdf(479.81 KB) Additional Information: full citation, abstract, references, index terms

An important problem in the area of computer graphics is the visualization of large, complex information spaces. Datasets of this type have grown rapidly in recent years, both in number and in size. Images of the data stored in these collections must support rapid and accurate exploration and analysis. This article presents a method for constructing visualizations that are both effective and aesthetic. Our approach uses techniques from master paintings and human perception to visualize a multidi ...

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11 An analysis of selected computer interchange color spaces

James M. Kasson, Wil Plouffe

October 1992 ACM Transactions on Graphics (TOG), Volume 11 Issue 4

Full text available: pdf(8.77 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

Important standards for device-independent color allow many different color encodings. This freedom obliges users of these standards to choose the color space in which to represent their data. A device-independent interchange color space must exhibit an exact mapping to a colorimetric color representation, ability to encode all visible colors, compact representation for given accuracy, and low computational cost for transforms to and from device-dependent spaces. The performance of CIE 1931 ...

Keywords: CIE 1931 XYZ, CIELAB, CIELUV, SMPTE-C RGB, YCbCr, YES, color, color models, color spaces, device-independent color, quantization

12 Anti-aliasing in topological color spaces

Kenneth Turkowski

August 1986 ACM SIGGRAPH Computer Graphics , Proceedings of the 13th annual conference on Computer graphics and interactive techniques, Volume 20 Issue

Full text available: pdf(5.19 MB)

Additional Information: full citation, abstract, references, index terms

The power of a color space to perform well in interpolation problems such as anti-aliasing and smooth-shading is dependent on the topology of the color space as well as the number of elements it contains. We develop the *Major-minor* color space, which has a topology and representation that lends itself to simple anti-aliasing computations between elements of an arbitrary set of colors in an inexpensive frame store.

Aditi Majumder, Zhu He, Herman Towles, Greg Welch October 2000 **Proceedings of the conference on Visualization '00**

Full text available: pdf(181.02 KB) Additional Information: full citation, citings, index terms

Keywords: color calibration, large area display, projector graphics, tiled displays

14 Opacity-weighted color interpolation, for volume sampling

Craig M. Wittenbrink, Thomas Malzbender, Michael E. Goss

October 1998 Proceedings of the 1998 IEEE symposium on Volume visualization

Full text available: pdf(928.76 KB) Additional Information: full citation, references, citings, index terms

Keywords: compositing, ray tracing, volume rendering

15 Rendering and simulation: Interactive rendering of atmospheric scattering effects using graphics hardware

Yoshinori Dobashi, Tsuyoshi Yamamoto, Tomoyuki Nishita

September 2002 Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware

Full text available: pdf(2.01 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

To create realistic images using computer graphics, an important element to consider is atmospheric scattering, that is, the phenomenon by which light is scattered by small particles in the air. This effect is the cause of the light beams produced by spotlights, shafts of light, foggy scenes, the bluish appearance of the earth's atmosphere, and so on. This paper proposes a fast method for rendering the atmospheric scattering effects based on actual physical phenomena. In the proposed method, loo ...

16 <u>Document and images analysis: Effective text extraction and recognition for WWW</u> images

Jun Sun, Zhulong Wang, Hao Yu, Fumihito Nishino, Yukata Katsuyama, Satoshi Naoi November 2003 **Proceedings of the 2003 ACM symposium on Document engineering**

Full text available: pdf(182.49 KB) Additional Information: full citation, abstract, references, index terms

Images play a very important role in web content delivery. Many WWW images contain text information that can be used for web indexing and searching. A new text extraction and recognition algorithm is proposed in this paper. The character strokes in the image are first extracted by color clustering and connected component analysis. A novel stroke verification algorithm is used to effectively remove non-character strokes. The verified strokes are then used to build the binary text line image, whic ...

Keywords: approximate matching, text extraction, text recognition

17 A building block approach to color graphics

J. Robert Flexer, Gio Wiederhold

August 1979 ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference on Computer graphics and interactive techniques, Volume 13 Issue

Full text available: pdf(1.21 MB) Addition

Additional Information: full citation, abstract, references, index terms

Graphics and imaging are important in scientific, academic and industrial environments. In the past graphics systems have been used with large computers and were only available to a minority of users. The relatively small and specialized use of graphics has inhibited sharing of software and prevented standardization necessary for widespread use. Dense semiconductor memory has recently become easily available in large quantities and makes high resolution graphics and imaging systems feasible ...

Keywords: Color graphics, Frame buffer, Imaging, Lightpen, Photo trigger, Rasterscan display, S-100 bus, Video digitizer, Video display

¹⁸ Making faces

Brian Guenter, Cindy Grimm, Daniel Wood, Henrique Malvar, Fredric Pighin July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Full text available: pdf(1.70 MB)

Additional Information: full citation, references, citings, index terms

19 Session P9: interactive volume rendering: Interactive volume rendering using multidimensional transfer functions and direct manipulation widgets Joe Kniss, Gordon Kindlmann, Charles Hansen October 2001 Proceedings of the conference on Visualization '01

Full text available: pdf(995.63 KB)

Additional Information: full citation, abstract, references, citings, index terms

Most direct volume renderings produced today employ one-dimensional transfer functions, which assign color and opacity to the volume based solely on the single scalar quantity which comprises the dataset. Though they have not received widespread attention, multidimensional transfer functions are a very effective way to extract specific material boundaries and convey subtle surface properties. However, identifying good transfer functions is difficult enough in one dimension, let alone two or thr ...

Keywords: direct manipulation widgets, direct volume rendering, graphics hardware, multi-dimensional transfer functions, volume visualization

²⁰ Device-directed rendering

Andrew S. Glassner, Kenneth P. Fishkin, David H. Marimont, Maureen C. Stone January 1995 ACM Transactions on Graphics (TOG), Volume 14 Issue 1

Full text available: pdf(4.67 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Rendering systems can produce images that include the entire range of visible colors. Imaging hardware, however, can reproduce only a subset of these colors: the device gamut. An image can only be correctly displayed if all of its colors lie inside of the gamut of the target device. Current solutions to this problem are either to correct the scene colors by hand, or to apply gamut mapping techniques to the final image. We propose a methodology called device-directed rendering

Keywords: constrained color selection, device-independent color, inverse problems

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(21)Application number: 2003-376331

(71)Applicant: LG ELECTRONICS INC

(22)Date of filing:

05.11.2003

(72)Inventor: LEE KYOUNG-JU

(30)Priority

Priority number : 2002 200278468

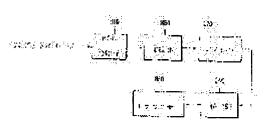
Priority date : 10.12.2002

Priority country: KR

(54) IMAGE CONVERTING APPARATUS AND METHOD

(57)Abstract:

PROBLEM TO BE SOLVED: To provide an image converting apparatus and method in which a 16-bit image very close to a real image can be displayed on a mobile communication terminal device. SOLUTION: The image converting apparatus includes an RGB separating part 310 for separating a 24-bit color image into R, G and B values each of which is composed of 8 bits; a comparing part 320 for calculating the separated 8-bit R, G and B color values to discriminate a color of a greatest specific gravity; a shift part 330 for shifting 8-bit R, G and B to further allocate a color bit corresponding to the color of the greatest specific gravity; a coupling part 340 for coupling the shifted R, G and B to produce a 16-bit image; and a video memory 350 for saving the produced 16-bit image.



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PATENT ABSTRACTS OF JAPAN

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(71)Applicant: ALPINE ELECTRONICS INC

(22)Date of filing:

23.03.2000

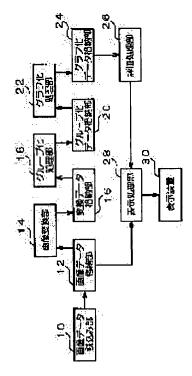
(72)Inventor: SATO KOICHI

(54) PICTURE COINCIDENCE JUDGING DEVICE

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a picture coincidence-judging device capable of improving a processing speed.

SOLUTION: A picture converting part 14 performs low resolution processing for bit-shifting the RGB picture data to a low-order side. A grouping processing part 18 performs the processing of dividing picture data given low resolution processing to each group (partial picture) having the same color and generates grouped data regulated by the three attributes of a color (RGB component), an area and a shape in accordance with each divided group. A graphing processing part 22 performs graphing processing for obtaining a combining state between the respective groups to generate graphed data. An evaluation processing part 26 judges the coincidence/non-coincidence of the picture by investigating the connecting state based on the three elements of the color, an area ratio and the shape by using the



graphed data obtained in accordance with each of the two picture data to be comparing objects.

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1 METHOD AND APPARATUS FOR COMPRESSING/RESTORING PRINT PICTURE DATA

Inventor: AIZU MASAO; TAKAGI MIKIO

Applicant: DAINIPPON PRINTING CO LTD

EC:

IPC: H04N1/41

Publication info: JP62225073 - 1987-10-03

METHOD AND APPARATUS FOR COMPRESSING/RESTORING PRINT PICTURE DATA

Patent number:

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Publication date:

1987-10-03

Inventor:

AIZU MASAO; TAKAGI MIKIO

Applicant:

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Classification:

- international:

H04N1/41

- european:

Application number:

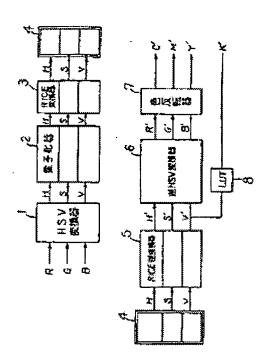
JP19860069082 19860327

Priority number(s):

JP19860069082 19860327

Abstract of JP62225073

PURPOSE:To reduce the data quantity of a restored picture with high quality by converting an RGB data into an HSV data, quantizing and compressing it, converting it into a variable length code and sending so as to restore the send data in the reverse process to that at the compression. CONSTITUTION: The RGB data having a density at each color in the unit of picture elements extracted from a picture to be printed is converted into the HSV data having the content of hue, saturation, lightness by an HSV converter I. The HSV data obtained by the HSV converter I has a visual redudancy for each axis, then a quantizer 2 assigns a bit number corresponding thereto to apply HSV quantization by using a quantized representative number. The quantized data is converted into a variable length code data by an RICE converter 3 according to a prescribed conversion table and the result is sent. In restoring the data, the RICE inverter 5 inverts the variable length code and the inverse HSV converter 6 obtain data R'.G'.B' and a color inverse device 7 obtains a CMY data.



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